

Taryn the Dread

CHARACTER NAME

Fighter Level 20

CLASS & LEVEL

Human

RACE

Pirate

BACKGROUND

True Neutral

ALIGNMENT

Liam

PLAYER NAME

383,400

EXPERIENCE POINTS

**STRENGTH**  
18  
+4

**DEXTERITY**  
20  
+5

**CONSTITUTION**  
10  
0

**INTELLIGENCE**  
14  
+2

**WISDOM**  
12  
+1

**CHARISMA**  
16  
+3

INSPIRATION

+6 PROFICIENCY BONUS

SAVING THROWS

- +10 Strength
- +5 Dexterity
- +6 Constitution
- +2 Intelligence
- +1 Wisdom
- +3 Charisma

SKILLS

- +11 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +2 Arcana (Int)
- +10 Athletics (Str)
- +9 Deception (Cha)
- +2 History (Int)
- +1 Insight (Wis)
- +3 Intimidation (Cha)
- +2 Investigation (Int)
- +1 Medicine (Wis)
- +2 Nature (Int)
- +7 Perception (Wis)
- +3 Performance (Cha)
- +3 Persuasion (Cha)
- +2 Religion (Int)
- +5 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- +7 Survival (Wis)

18 ARMOR CLASS

+5 INITIATIVE

30ft SPEED

Hit Point Maximum 204

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 20

d10 HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Oathbarrel	+12	1d8 + 6 piercing
Love and Hate	+12	1d8 + 6 slashing

Love and Hate: +1 cutlasses

Oathbarrel: use command word, target becomes "sworn enemy". Adv on attack rolls, no benefit from cover, no disadvantage for long range, if attack hits, enemy takes 2d6 extra piercing damage

Steady Aim: 3 charges. Take aim as a bonus action - ignore half/three quarter cover, deal +12 damage per hit

Rapid strike: swap adv. on weapon attack for +1 attack (bonus action)

Snap Shot: +1 attack if attacking on first turn of combat

Bonus attacks: Attack 4 times

Careful Eyes: "Search" as a bonus Action

Surge: Extra action (2 charges/rest)

Close-quarters shooting: No disadvantage shooting in melee, creature cannot take reactions

Indomitable: 3 charges, reroll failed saving throws (recharges on long rest)

Second Wind: Recover 1d10+20hp (once/rest, bonus)

Lucky: 3 charges. Reroll a d20.

FEATURES & TRAITS

11 PASSIVE WISDOM (PERCEPTION)

Armor: light, medium, heavy, shields

Weapons: simple, martial

Saving Throws: STR, CON

Skills: Athletics, Perception, Insight, Acrobatics, Deception

Languages: Common, Elvish

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

- CF Beguiling Pendant: cast "Charm Person" at 3rd level at will, once per day
- SF Splint Mail (17 AC)
- EP Cloak of Bamf: +1AC.
- CF Once per day, as a react to receiving damage, you may instantly teleport 20ft away and cast Mirror Image
- PF